

# The Builder Pattern



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# Overview



**Classification: Creational**

**Separates construction of an object ...**

**... from its representation**

**Encapsulate object construction**

**Multistep construction process**

**Implementations can vary**

**Client sees only the abstraction**



## Demo



### Motivating Example:

- Custom computer builder
- Can be many components
- That can lead to bad design choices



# Demo



**Computer builder take 2**  
- Exposing the attributes



## Demo



### Computer builder take 3

- Encapsulating the attributes



# Demo

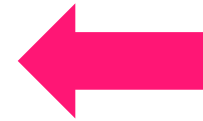
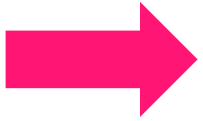
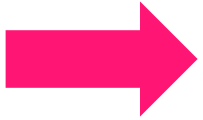


**Computer builder take 4**  
- Enforcing build order





# Builder Pattern Structure



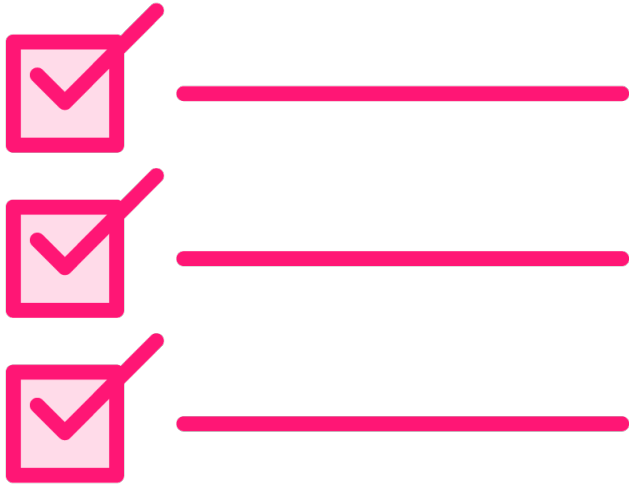
# Demo



## Implementing the Builder Pattern







## Problems solved:

Too many parameters

Exposing attributes to client

Encapsulated the attributes

Enforced assembly order

Separated assembly from the components



## Summary



**Separates the “How” from the “What”**

**Assembly separate from components**

**Encapsulates what varies**

**Permits different representations**

**Client creates Director object**

**Director uses concrete builder**

**Builder adds parts to the product**

**Client receives the product from builder**

